Ace in the Hole! Help Contents

Ace in the Hole! is a solitaire card game that requires skill and speed.

To learn how to use Help, press F1 or choose How to Use Help from the Help menu.

To learn how to play the game, click on the topics below

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Disclaimer
Authorisation

Hope you enjoy playing Ace in the Hole!

Dealing The Cards

To deal the cards select New Game from the File menu and enter your name.

The cards are shuffled and placed in the stack ready for dealing.

Four empty columns are displayed together with an empty space for the discard pile.

[Playing the Game](#)

Playing the Game

The main object of the game is to remove all the non-ace cards from the columns and to finish with four aces, one in each column.

The secondary object of the game is to accumulate as high a score as possible using a combination of speed and skill.

Points are scored by removing available cards from the columns.   Cards may be removed if an uncovered card on a column is of a lesser value and of the same suit as an uncovered card on a different column.

Click on the card to be discarded to remove it.

Click on the stack pile to deal the next four cards onto the columns.

The game ends when the stack pile is empty and no cards can be removed from any of the columns.

Scoring

Configuring the Game

Ace in the Hole! allows the player to configure the cards that can be moved into a empty column.

Separate high score tables are maintained for each of the game configurations.

To configure the game, choose the Card to Top option from the Configure menu. Select the desired game configuration.

Strategy and Hints

Strategy and Hints

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Speed is of the essence so select quickly.

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Select the card to be moved to an empty column carefully, as a wrong choice can often cost the game.

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Scoring

Card	Points Value
2 - 10	Face Value
Jack	11
Queen	12
King	13

The score is calculated as follows:

GAME SCORE = (Points / (Penalty + Time)) + Ace Bonus

POINTS = The value of the cards removed from the columns multiplied by 1000.

ACE BONUS = 250 points bonus is gained for each Ace placed at the top of a column.

PENALTY = Face value of the cards remaining in the columns (excluding aces).

TIME = The time (in seconds) to complete the game.

Configuring the Game

Ace in the Hole! is distributed as-is.   The user must assume the entire risk of using the program.   The author disclaims all warranties expressed or implied.   The author will assume no liability for damages either from the direct use of this product or as a consequence of using this product.

This game is only available to registered users of Beyond Pyramid!   As such, the game will only operate on a machine on which a registered version of Beyond Pyramid! resides.